

Fig. 1A

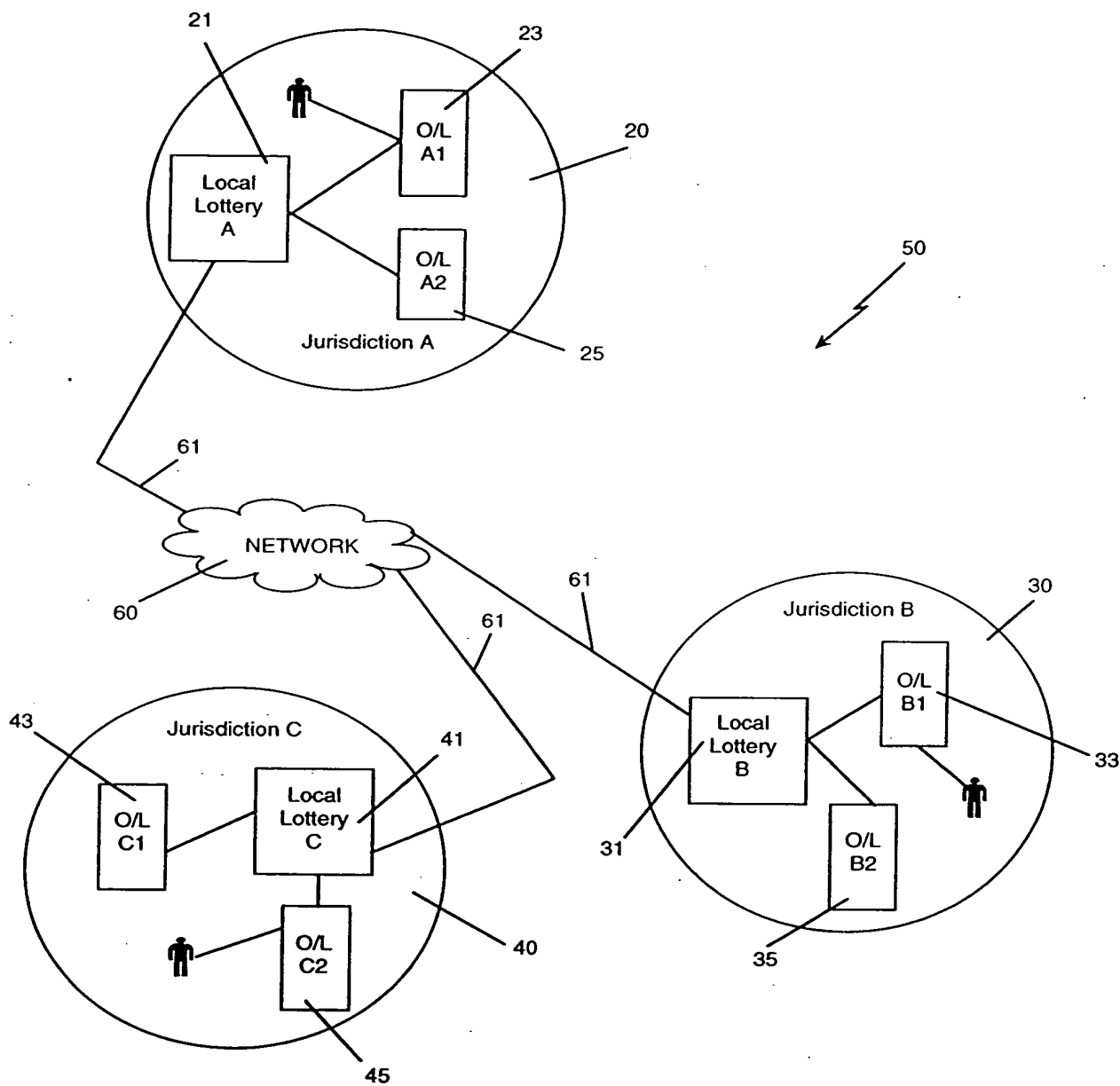


Fig. 1^B

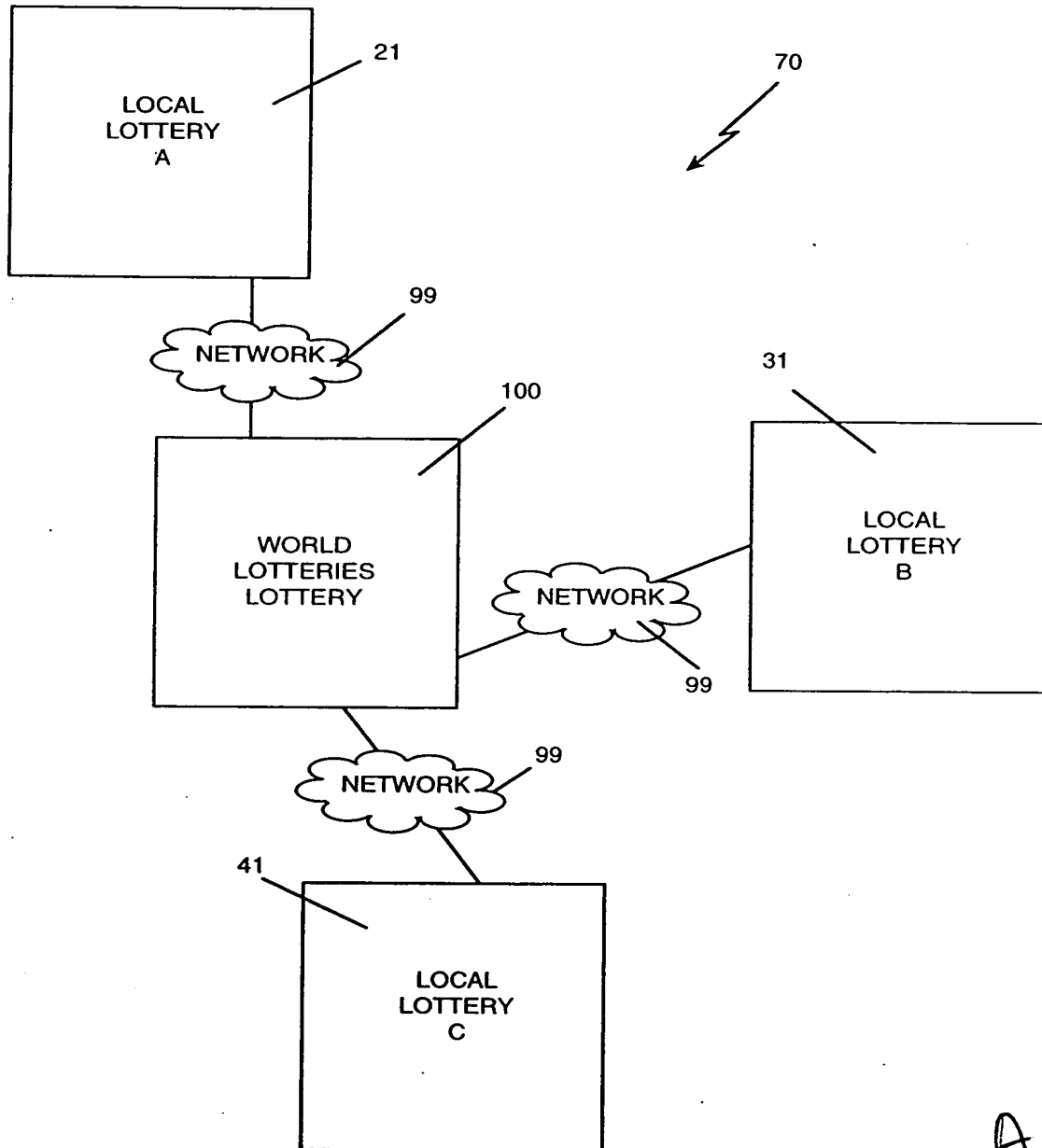


Fig. 2^A

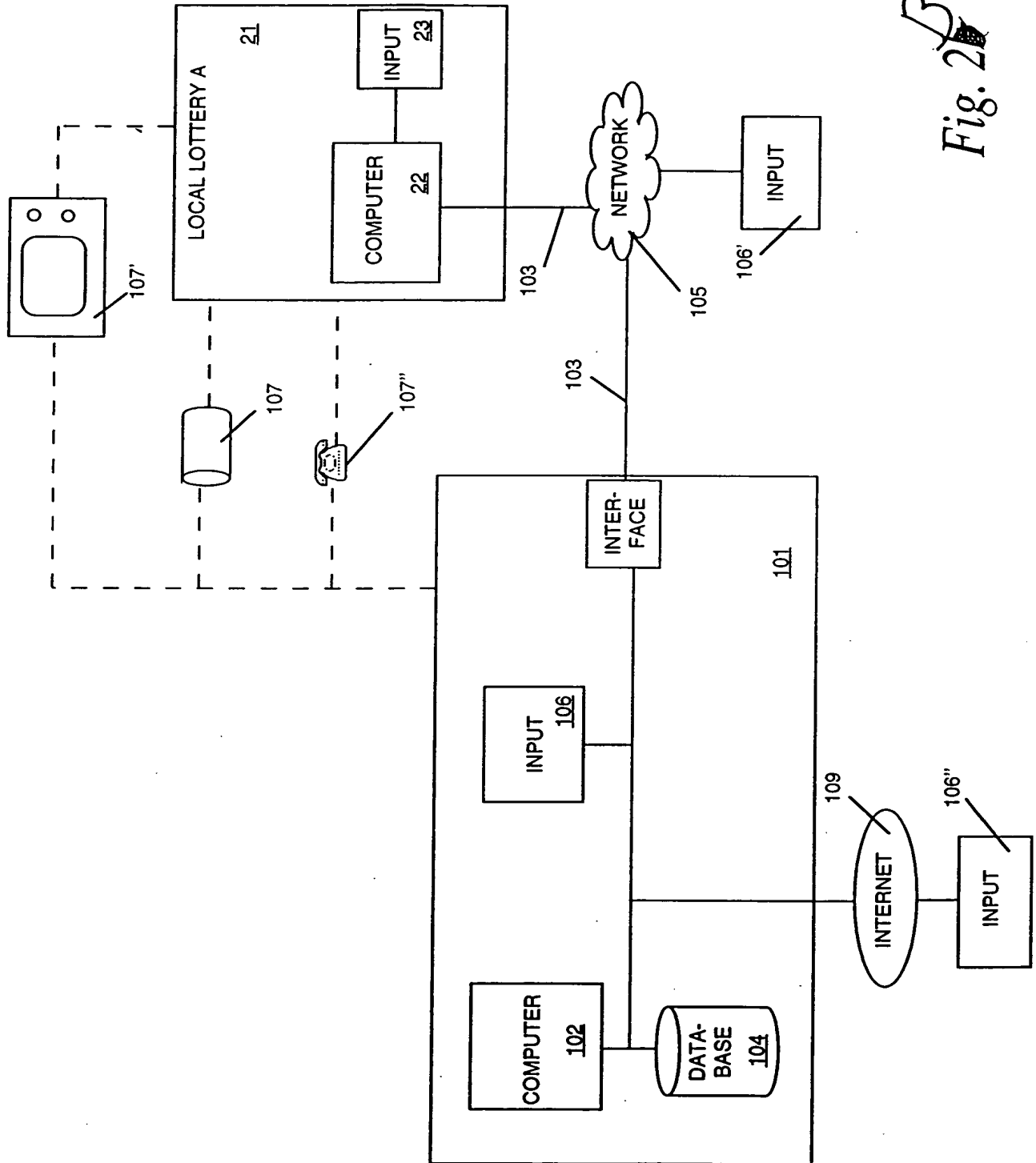


Fig. 2B

Title: A GAME AND METHOD THEREFOR

Inventor(s): Mario V. MUNIZ

Contact Name: John K. Harrop (703) 288-5248

Attorney Docket No.: 5787

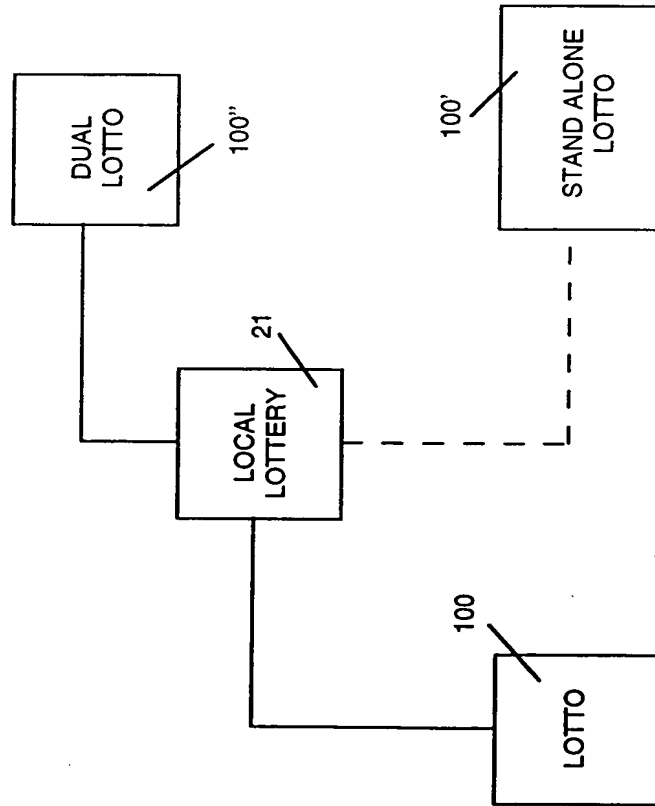


Fig. 2a

FIG. 2a

117 119 111 121 113 115

\$2 BOARD A			\$2 BOARD B			\$2 BOARD C		
01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 25 27 28 29 30 31 32 33 34 35			01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 25 27 28 29 30 31 32 33 34 35			01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 25 27 28 29 30 31 32 33 34 35		
36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99			36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99			36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99		
LOTTERY TYPE 1 2 3 4 5 6 7 8 9 10			LOTTERY TYPE 1 2 3 4 5 6 7 8 9 10			LOTTERY TYPE 1 2 3 4 5 6 7 8 9 10		
SURPRISE PICK <input type="checkbox"/>			SURPRISE PICK <input type="checkbox"/>			SURPRISE PICK <input type="checkbox"/>		
VOID <input checked="" type="checkbox"/>			VOID <input type="checkbox"/>			VOID <input type="checkbox"/>		

123 110

Fig. 3

FOR SALE

Title: A GAME AND METHOD THEREFOR

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Attorney Docket No.: 5787

Cash 4Life
D.C. LOTTERY

INSERT FACE UP

BOARD A \$1										BOARD B \$1										BOARD C \$1										BOARD D \$1										BOARD E \$1																																																										
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
Q U I C K										P I C K										V O I D										Q U I C K										P I C K										V O I D																																																

SEE INSTRUCTIONS ON REVERSE SIDE

FIG. 4

132

04	20	33	42
----	----	----	----

134

130

131

NEW POWERBALL
D.C. LOTTERY

142

INSERT PAGE UP

SELECT PAYMENT OPTION

CASH

144

BOARD A \$1	BOARD B \$1	BOARD C \$1	BOARD D \$1	BOARD E \$1
<p>TO VOID BOARD</p> <p>PICK 1</p> <p>1 2 3 4 5 6 7 8 9</p> <p>10 11 12 13 14 15 16 17</p> <p>18 19 20 21 22 23 24 25</p> <p>26 27 28 29 30 31 32 33</p> <p>34 35 36 37 38 39 40 41</p> <p>42 43 44 45 46 47 48 49</p>	<p>TO VOID BOARD</p> <p>PICK 1</p> <p>1 2 3 4 5 6 7</p> <p>8 9 10 11 12 13 14</p> <p>15 16 17 18 19 20 21</p> <p>22 23 24 25 26 27 28</p> <p>29 30 31 32 33 34 35</p> <p>36 37 38 39 40 41 42</p>	<p>TO VOID BOARD</p> <p>PICK 1</p> <p>1 2 3 4 5 6 7</p> <p>8 9 10 11 12 13 14</p> <p>15 16 17 18 19 20 21</p> <p>22 23 24 25 26 27 28</p> <p>29 30 31 32 33 34 35</p> <p>36 37 38 39 40 41 42</p>	<p>TO VOID BOARD</p> <p>PICK 1</p> <p>1 2 3 4 5 6 7</p> <p>8 9 10 11 12 13 14</p> <p>15 16 17 18 19 20 21</p> <p>22 23 24 25 26 27 28</p> <p>29 30 31 32 33 34 35</p> <p>36 37 38 39 40 41 42</p>	<p>TO VOID BOARD</p> <p>PICK 1</p> <p>1 2 3 4 5 6 7</p> <p>8 9 10 11 12 13 14</p> <p>15 16 17 18 19 20 21</p> <p>22 23 24 25 26 27 28</p> <p>29 30 31 32 33 34 35</p> <p>36 37 38 39 40 41 42</p>

140

141

FIG. 5A

Title: A GAME AND METHOD THEREFOR

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Attorney Docket No.: 5787

145

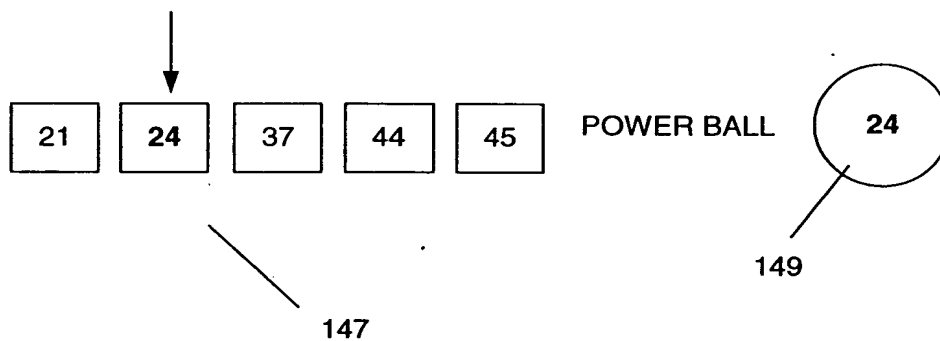


Fig. 5B

Title: A GAME AND METHOD THEREFOR

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Attorney Docket No.: 5787

FO5260" 442T9660

Supresinha							
1	2	3	4	5	6	7	8
Teimosinha							
2		4					

Fig. 6A

Title: A GAME AND METHOD THEREFOR

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Contact Name: John K. Harrop (703) 288-5248

Attorney Docket No.: 5787

160

Supresinha							
1	2	3	4	5	6	7	8
<hr/>							
Teimosinha		To Play the lotteries Lotto mark →				<input type="checkbox"/>	
2		4		Lotteries Lotto extra slip →		<input type="checkbox"/>	
<hr/>							

161

163

Fig. 6B

111

113

115

201

\$2 BOARD A										\$2 BOARD B										\$2 BOARD C										Tied Code										
[01] [02] [03] [04] [05]	L O T T E R Y T Y P E									[01] [02] [03] [04] [05]	L O T T E R Y T Y P E									[01] [02] [03] [04] [05]	L O T T E R Y T Y P E									[A] [B] [C]	L O T T E R Y T Y P E									
[06] [07] [08] [09] [10]	S U R P R I S E P I C K []									[06] [07] [08] [09] [10]	S U R P R I S E P I C K []									[06] [07] [08] [09] [10]	S U R P R I S E P I C K []									[D] [E] [F]	S U R P R I S E P I C K []									
[11] [12] [13] [14] [15]										[11] [12] [13] [14] [15]										[11] [12] [13] [14] [15]										[0] [0] [0]										
[16] [17] [18] [19] [20]										[16] [17] [18] [19] [20]										[16] [17] [18] [19] [20]										[1] [1] [1]										
[21] [22] [23] [24] [25]										[21] [22] [23] [24] [25]										[21] [22] [23] [24] [25]										[2] [2] [2]										
[26] [27] [28] [29] [30]										[26] [27] [28] [29] [30]										[26] [27] [28] [29] [30]										[3] [3] [3]										
[31] [32] [33] [34] [35]										[31] [32] [33] [34] [35]										[31] [32] [33] [34] [35]										[4] [4] [4]										
[36] [37] [38] [39] [40]										[36] [37] [38] [39] [40]										[36] [37] [38] [39] [40]										[5] [5] [5]										
[41] [42] [43] [44] [45]										[41] [42] [43] [44] [45]										[41] [42] [43] [44] [45]										[6] [6] [6]										
[46] [47] [48] [49] [50]										[46] [47] [48] [49] [50]										[46] [47] [48] [49] [50]										[7] [7] [7]										
[51] [52] [53] [54] [55]										[51] [52] [53] [54] [55]										[51] [52] [53] [54] [55]										[8] [8] [8]										
[56] [57] [58] [59] [60]										[56] [57] [58] [59] [60]										[56] [57] [58] [59] [60]										[9] [9] [9]										
[61] [62] [63] [64] [65]										[61] [62] [63] [64] [65]										[61] [62] [63] [64] [65]										[9] [9] [9]										
[66] [67] [68] [69] [70]										[66] [67] [68] [69] [70]										[66] [67] [68] [69] [70]										[9] [9] [9]										
[71] [72] [73] [74] [75]										[71] [72] [73] [74] [75]										[71] [72] [73] [74] [75]										[9] [9] [9]										
[76] [77] [78] [79] [80]										[76] [77] [78] [79] [80]										[76] [77] [78] [79] [80]										[9] [9] [9]										
[81] [82] [83] [84] [85]										[81] [82] [83] [84] [85]										[81] [82] [83] [84] [85]										[9] [9] [9]										
[86] [87] [88] [89] [90]										[86] [87] [88] [89] [90]										[86] [87] [88] [89] [90]										[9] [9] [9]										
[91] [92] [93] [94] [95]										[91] [92] [93] [94] [95]										[91] [92] [93] [94] [95]										[9] [9] [9]										
[96] [97] [98] [99] [100]										[96] [97] [98] [99] [100]										[96] [97] [98] [99] [100]										[9] [9] [9]										

200

FIG. 7A

115

BOARD C			Tied Code		
03] [04] [05]	S U R P R I S E P I C K []	L O T T E R Y T Y P E	[■] [B] [C]	201	
08] [09] [10]			[D] [■] [F]		
13] [14] [15]			[■] [0] [0]		
18] [19] [20]			[1] [1] [1]		
23] [24] [25]			[2] [2] [2]		
28] [29] [30]			[3] [■] [3]		
33] [34] [35]			[4] [4] [4]		
38] [39] [40]			[5] [5] [5]		
43] [44] [45]			[6] [6] [6]		
48] [49] [50]			[7] [7] [7]		
53] [54] [55]	[]	[1] [2] [3]	[8] [8] [8]		
58] [59] [60]			[9] [9] [■]		
63] [64] [65]					
68] [69] [70]			↑		

200

FIG. 7B

09061244-092501

Title: A GAME AND METHOD THEREFOR

Inventor(s): Mario V. MUNIZ

Contact Name: John K. Harrop (703) 288-5248

Attorney Docket No.: 5787

MIDI KEYPTUR: 28.04.98
KL: 10:47:45
-----GJALFVAL-----

A. 02 03 12 19 24 31
B. 15 22 26 29 34 48
C. 08 09 10 12 19 48

VERD: 250 KR
GILOIR 29.04.98
LM900489 118-02710663-177
LOTTERIES LOTTO CODE AL039

211

213

SAMPLE

210

FIG. 7C

Title: A GAME AND METHOD THEREFOR

Inventor(s): Mario V. MUNIZ

Contact Name: John K. Harrop (703) 288-5240

Attorney Docket No.: 5787

220

Sunday "A" ↓		WEEK ← 12:01 Sunday A to 12:00 Sunday B →						Sunday ↓ "B"	
Sa	Su	Mo	Tu	We	Th	Fr	Sa	Su	Mo
...	1	2	3	4	5	6	7	8	9

Fig. 8

<input type="checkbox"/> DEFAULT PLAY MODE <input type="checkbox"/> PERSONALIZED PLAY MODE <input type="checkbox"/>															S E E B A C K F O R I N S T R U C T I O N S A N D S A M P L E	251 253 255 257 259 261 263 265 267 269 271 275
CHOOSE THE TYPE OF LOTTERY: [01] [02] [03] [04] [05] [06] [07] [08] [09] [10]																
CHOOSE YOUR FAVORITE NUMBERS																
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15		
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45		
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60		
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75		
76	77	78	79	80	81	82	83	84	85	86	87	88	89	90		
91	92	93	94	95	96	97	98	99	SURPRISE ==> <input type="checkbox"/>							
HOW MANY NUMBERS [1] [2] [3] [4] [5] [6] [7] [8] [9] [10]																
FOR THE QUICK PICK: [11] [12] [13] [14] [15] [16] [18] [20] [22] [25]																
CHOOSE THE MATRIX - PERSONALIZED PLAYS ONLY: [0] [1] [2] [3] [4] [5] [6] [7] [8] [9] OR CHOOSE ALL [0] [1] [2] [3] [4] [5] [6] [7] [8] [9] MATRIXES ==> <input type="checkbox"/>																
SAME MATRIX POWER BALL <input type="checkbox"/> SAME MATRIX BONUS BALL <input type="checkbox"/> ALL POWER BALL LOTTERIE <input type="checkbox"/> ALL BONUS BALL LOTTERIES <input type="checkbox"/> YES TO LOTTERIES WITH UP TO THREE SERIES OF DRAWS ==> <input type="checkbox"/>																
CHOOSE A GROUP OF LOTTERIES ==> [A] [B] [C] [D] [E] [F]																
FOR MULTI-DRAWS MARK ==> [04] [08] [12] [24] [52]																
YES TO BET PARCIAL HITS EXTRA JACKPOT ==> <input type="checkbox"/>																
YES TO BET EXTRA JACKPOT FOR "ALL WINNERS OF THE WEEK" OF ALL TYPES OF LOTTERIES ==> <input type="checkbox"/>																
LOTTERIES LOTTO SPECIAL CODE MARK HERE [0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [A] [B] [0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [C] [D] [0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [E] [F]										MARK TO VOID ALL <input type="checkbox"/>						

250

FIG. 9

273

T05260-442T9660

DEFAULT PLAY MODE <input type="checkbox"/>															PERSONALIZED PLAY MODE <input type="checkbox"/>															S E E B A C K F O R I N S T R U C T I O N S A N D S A M P L E S	301
PICK 1 → <input type="checkbox"/>															0 1 2 3 4 5 6 7 8 9																302
PICK 2 → <input type="checkbox"/>															0 1 2 3 4 5 6 7 8 9																
PICK 3 → <input type="checkbox"/>															0 1 2 3 4 5 6 7 8 9																
PICK 4 → <input type="checkbox"/>															0 1 2 3 4 5 6 7 8 9																
CHOOSE THE TYPE OF LOTTERY: [01] [02] [03] [04] [05] [06] [07] [08] [09] [10] [KENO]																														305	
CHOOSE YOUR FAVORITE NUMBERS																															
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14																	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29																	
30	31	32	33	34	35	36	37	38	39	40	41	42	43	44																	
45	46	47	48	49	50	51	52	53	54	55	56	57	58	59																	
60	61	62	63	64	65	66	67	68	69	70	71	72	73	74																	
75	76	77	78	79	80	81	82	83	84	85	86	87	88	89																	
90	91	92	93	94	95	96	97	98	99	SURPRISE PLAY ⇒ <input type="checkbox"/>											309										
HOW MANY NUMBERS <input type="checkbox"/> [1] [2] [3] [4] [5] [6] [7] [8] [9] [10]																															
FOR THE QUICK PICK: [11] [12] [13] [14] [15] [16] [17] [18] [20] [22] [25]																															
CHOOSE THE MATRIX - PERSONALIZED PLAYS ONLY:																															
[0] [1] [2] [3] [4] [5] [6] [7] [8] [9] OR CHOOSE ALL																															
[0] [1] [2] [3] [4] [5] [6] [7] [8] [9] MATRIXES ⇒ <input type="checkbox"/>																															
SAME MATRIX POWER BALL <input type="checkbox"/> SAME MATRIX BONUS BALL <input type="checkbox"/>																															
ALL POWER BALL LOTTERIES <input type="checkbox"/> ALL BONUS BALL LOTTERIES <input type="checkbox"/>																															
YES TO LOTTERIES WITH UP TO THREE SERIES OF DRAWS ⇒ <input type="checkbox"/>																															
CHOOSE A GROUP OF LOTTERIES ⇒ [A] [B] [C] [D] [E] [F]																															
FOR MULTI-DRAWS MARK ⇒ [04] [08] [12] [24] [52]																															
YES TO BET PARCIAL HITS EXTRA JACKPOT ⇒ <input type="checkbox"/>																															
YES TO BET <u>EXTRA JACKPOT</u> FOR "ALL WINNERS OF THE WEEK" OF ALL TYPES OF LOTTERIES ⇒ <input type="checkbox"/>																															
LOTTERIES LOTTO SPECIAL CODE MARK HERE																															
[0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [A] [B]															MARK TO VOID ALL <input type="checkbox"/>																
[0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [C] [D]																															
[0] [1] [2] [3] [4] [5] [6] [7] [8] [9] [E] [F]																															

300

FIG. 10

09961244-09501

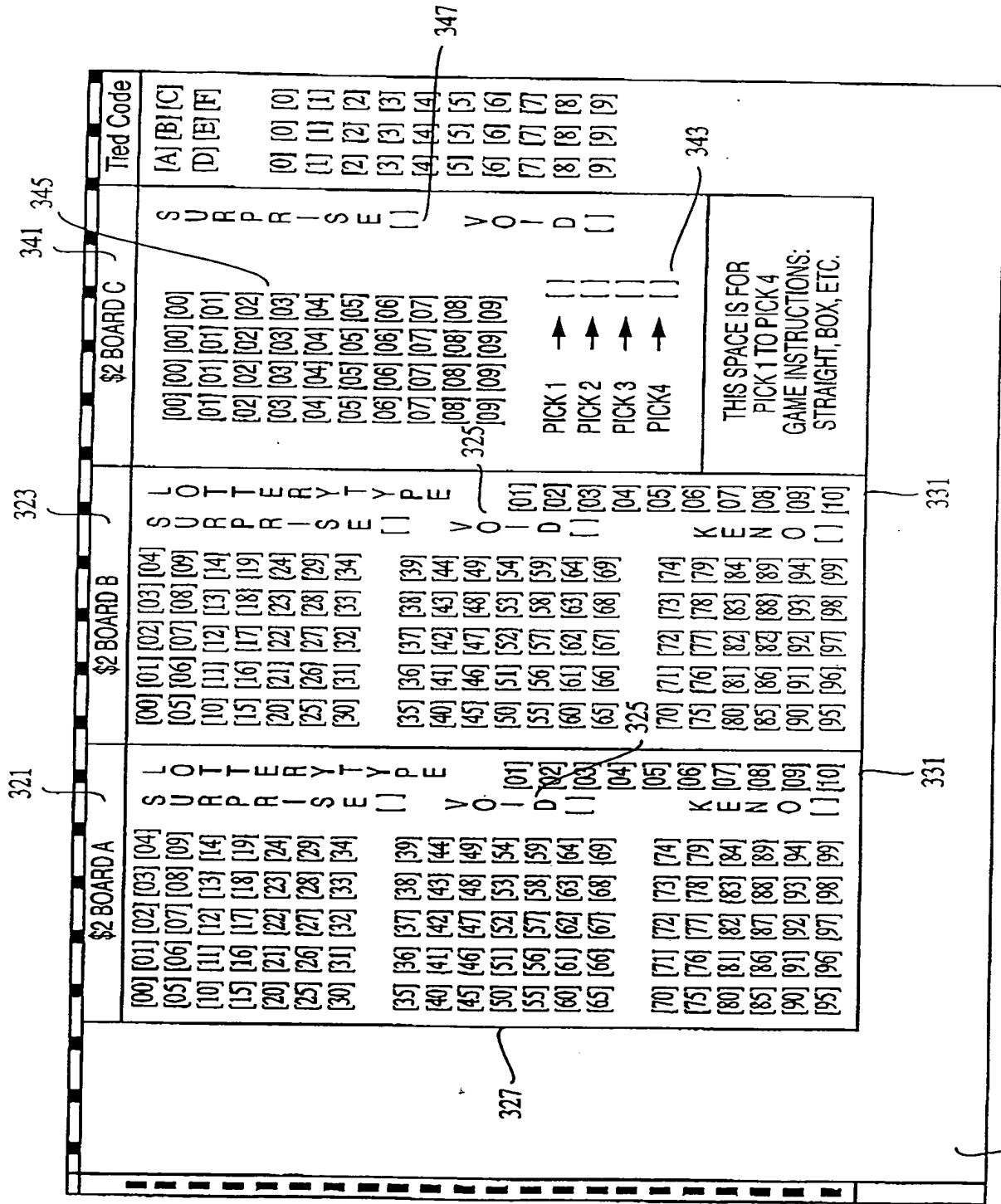


FIG. 1

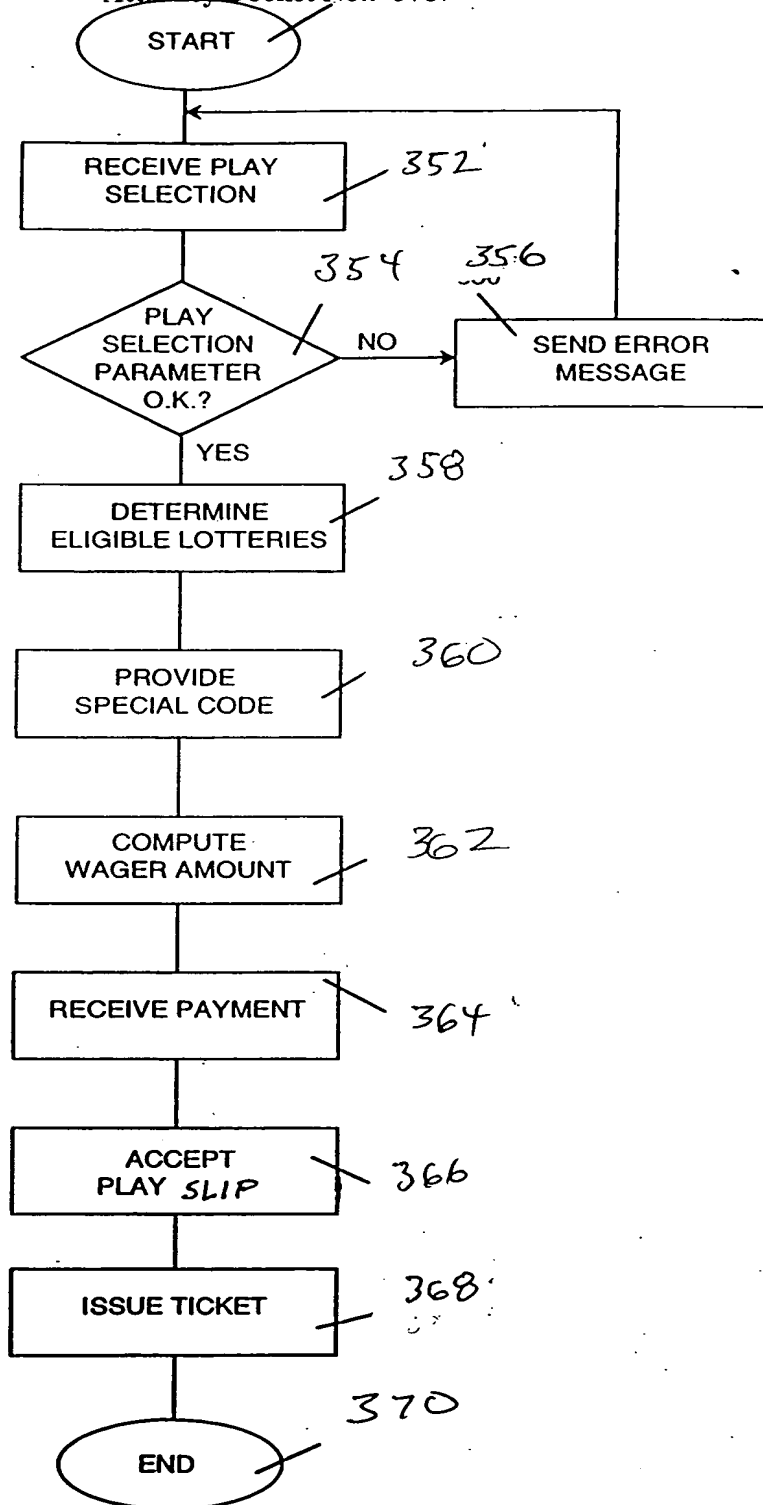


Fig. 12

09961244.092501

Title: A GAME AND METHOD THEREFOR

Inventor(s): Mario V. MUNIZ

Contact Name: John K. Harrop (703) 288-5240

Attorney Docket No.: 5787

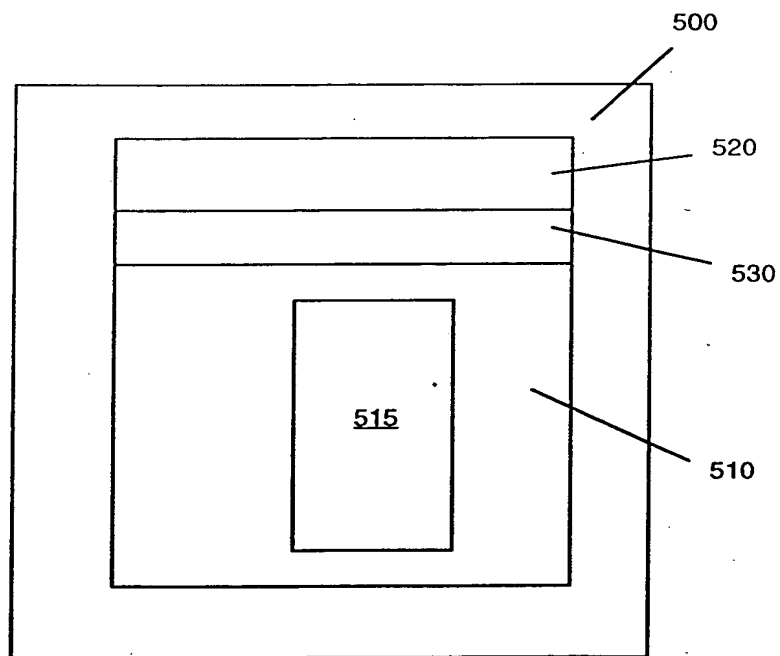


Fig. 13

FO9260" 44279650

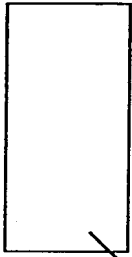
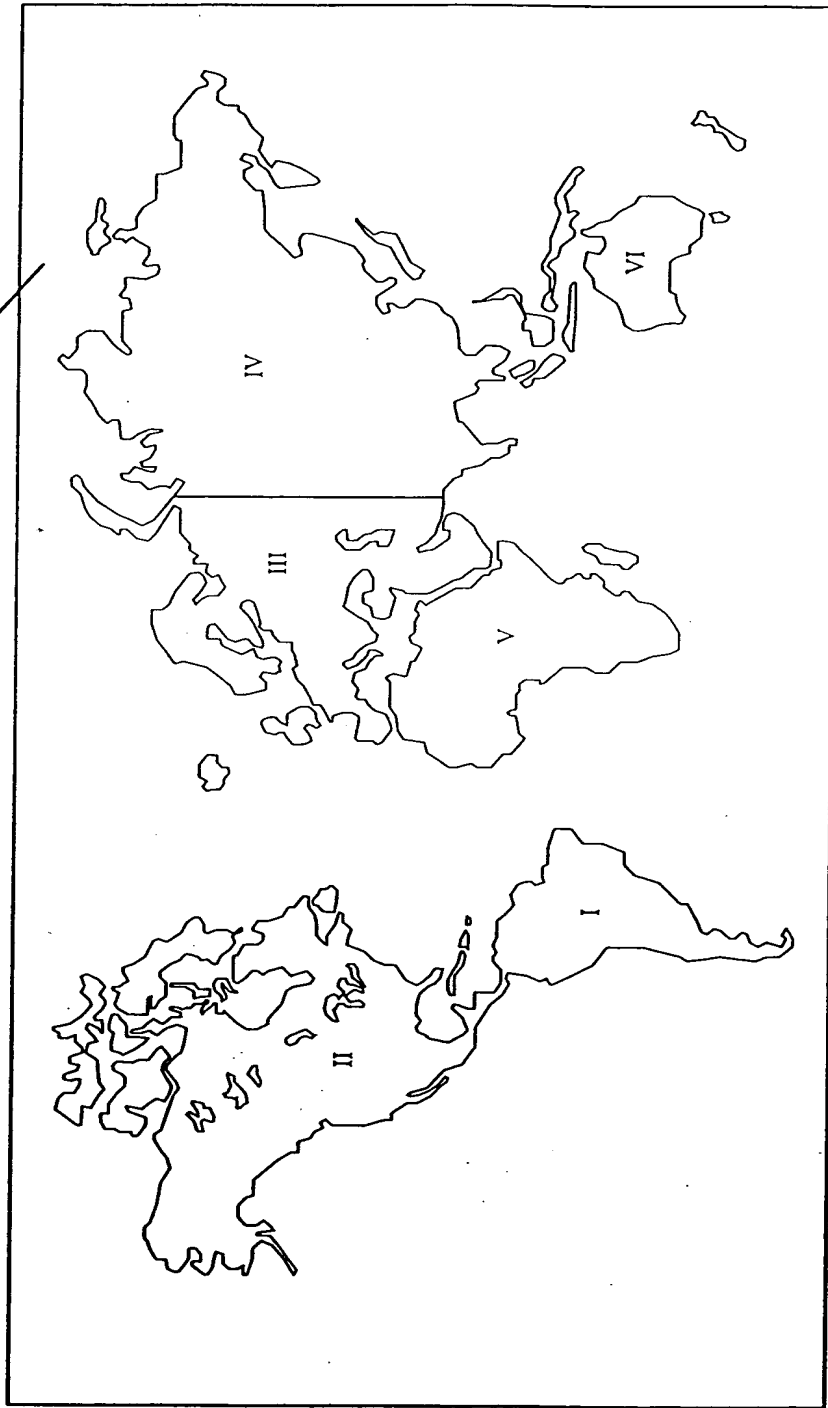
Title: A GAME AND METHOD THEREFOR

Inventor(s): Mario V. MUNIZ

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Attorney Docket No.: 5787

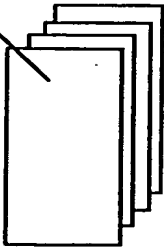
Fig. 14



610

630

620



T05260" 4429660

700

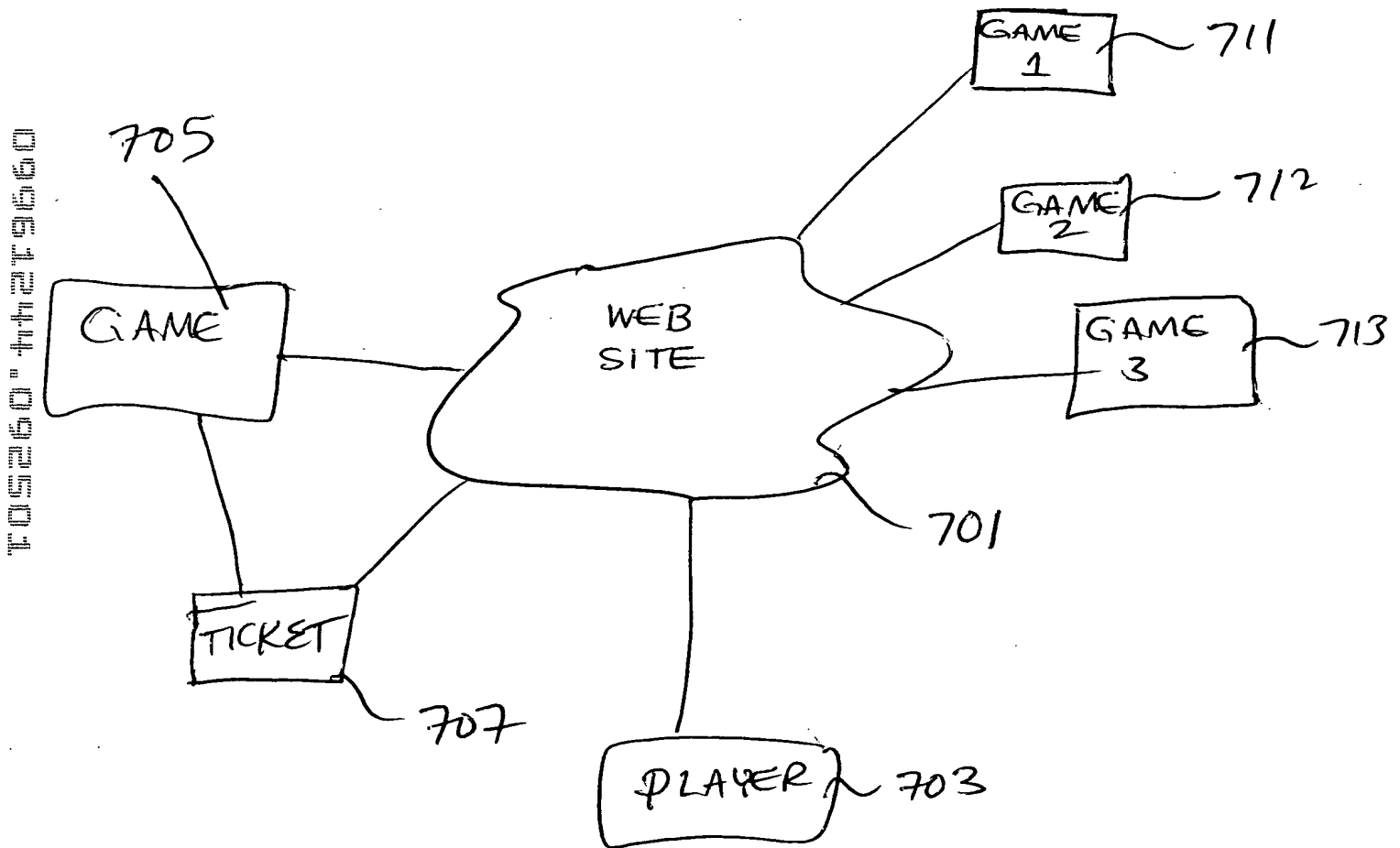


FIGURE 15